GAME PLAY MANUAL

A Jazz Scats Interactive Musical Activity

COCONOTES™

Catch notes, create melodies, and fish for tunes.

CBS SOFTWARE

Setting Up Your Computer

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

For Cartridge:

1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

For Commodore 64™ Disk:

1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions on disk label for booting the disk.

For Cassette:

1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

COCO-NOTES requires the use of a Joystick Controller. Be sure to plug a Joystick *firmly* into your computer's first Joystick port.

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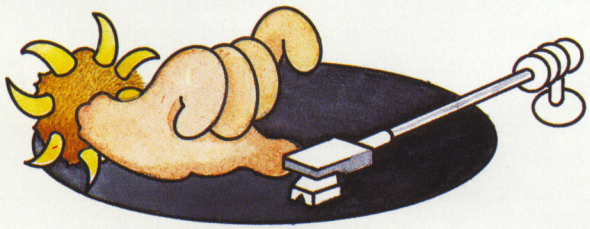
" We wear dark shades and be-bop hats and we're known by the name of the Jazz Scats!"

Ahoy there and welcome to COCO-NOTES! I'm Mr. Chrometone.

I hang out with the Jazz Scats and I'm here to give you note-by-note info on all the exciting fishing action here on Coco-Note Isle. With Coco-Notes you and your computer work together to create millions of musical compositions. Who ever said creativity and computers were worlds apart?

Now, about my buddies, the Jazz Scats—Swivel Hips, Wahoo and Mr. Bassman. They're a lively trio that travels the world in search of musical entertainment. The Scats have even made a record to tell you in music how to play Coco-Notes. The Scats hope you'll like their record and that you'll play it a lot!



Coco-Notes is a **series** of musical games:

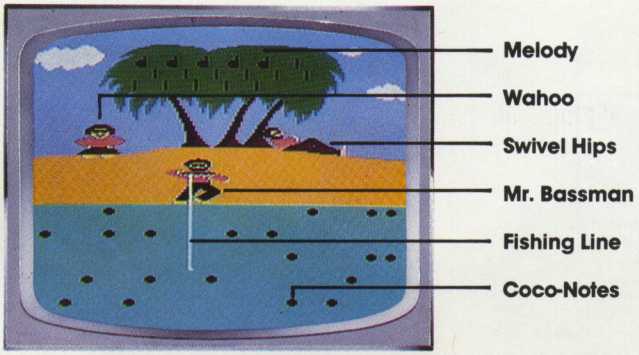
1. *Catch a Coco-Note*
2. *Composin' Coco-Notes*
3. *Beat The Clam*

Game 4 is *Beat The Clam—Challenge*, a faster, more frantic version of Game 3.

(Note: *Catch a Coco-Note* is the first game up. To call up game 2, 3 or 4, just hit SELECT if you have an Atari® computer or f5 if you're using a Commodore 64™.)

In our first game, the Jazz Scats introduce you to a tropical land of music—**Coco-Note Isle.** This tasty piece of real estate is carpeted with lush palm trees, peppered with Coco-Notes and drenched in sun, sand and sea—paradise!

You're about to make your own magnificent melody! Coco-Notes are down there bobbing around in the sea and you can actually hear how each one sounds. Just use your Joystick to pass the hook of Mr. Bassman's fishing line over them to test the musical waters. In this way, you'll be able to listen for your favorite notes before fishing them out. When you hear a tone you like, press the Joystick button to hook that note. At the same time, push the Joystick away from you to reel in the note and send it flying high into the Coco-Note trees. **Hold down the button or else you'll lose your note.** Each one that you catch becomes a part of your brand new melody!



1. *Use Joystick to control fishing line. Move over notes until you hear one you like.*
2. *Press button to latch onto note. Hold button down.*
3. *Push Joystick away from you to reel in note and pop it into Coco-Note trees.*

Keeping track of your progress is easy. Just watch the Coco-Note trees as you go along and keep on reelin' in those notes until you've attached one to each empty stem.

If you want to **hear** how you're doing **before** you've fished all the notes out of the water, just hit [OPTION] on your Atari computer or [f3] on your Commodore 64. Your unfinished masterpiece will play back to you! Any empty stems will resound with a high-pitched click to let you know that you still have to fill 'em in.

When the fishin's all done, the fun's just begun! The Jazz Scats play back your melody along with a snappy accompaniment. It's like instant-replay, but with your very own music!

The Jazz Scats salute your musical genius by dancing along the beach to the tune you've just created. And if you really like your musical composition, you can hear it again and again by hitting the Joystick button as many times as you want!

Remember, those Scats have lots of different musical styles up their fun-loving sleeves, so there's no way to completely predict how your tune will turn out! Who ever said those Jazz Scats couldn't entertain? Not Chrometone!

Composin' COCO-NOTES

If you like the tune you composed in our first game, get set to really tap your toes when you go fishin' here. *Composin' Coco-Notes* is played just like *Catch a Coco-Note*, but **now you can select your own accompaniment.** A melody is real nice by itself because that's the part you hum, but an accompaniment makes your melody sound like it's being played by a real band! You're about to become a serious tunesmith and compose the greatest hits of the season by **picking your favorite styles of music.**

When the game begins, just keep hitting the Joystick button 'til you hear something you like. Those Scats have a wide assortment of accompaniments to choose from, ranging from rock to country to out-of-this-world! Then hit START or f7 to begin fishing for your very own melody the way you did in *Catch a Coco-Note*. Who ever said that composin' Coco-Note tunes wasn't easy? Not Chrometone!

1. *Hit Joystick button to select accompaniment.*

2. *Press correct computer key to begin fishing.*

3. *Fish notes out of the water just as you did in Game 1.*

Beat the CLAM

In our third game, the Jazz Scats need your help. One of their favorite tunes is missing some real important notes and only your musical talent can help plug up the holes!

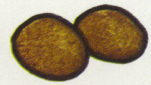
The note-eating **Mr. Cool Clam** takes his bow in this game. He wears dark shades and gives a whole new meaning to the term, dinner music. Mr. Clam actually puts your Coco-Notes on his seafood menu! Also, watch out for a playful cast of **Snore-Z's.**

Feast your eyes on the Coco-Notes in the water. Colored a bright shade of blue, they really set Mr. Cool Clam's tastebuds on fire. The notes are as easy as ever to pick up and each one sounds its tone when your hook's in the right place.

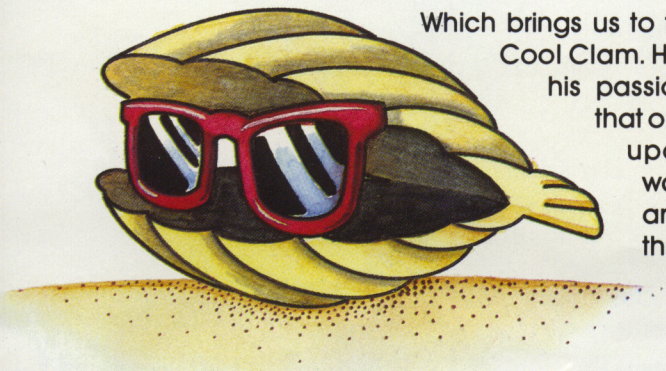
Remember, if you don't hear the note, your hook isn't quite there. You'll get the hang of it in nothing flat! Just keep on fishin' until you've hooked all the notes needed to plug up the holes in the Jazz Scat melody.

SNORE-Z'S

Now, about those **Snore-Z's.** Sleepy Swivel Hips under the Coco-Note trees is snoring away and sending out a cloud of Z's. And this Scat napper grinds out Z's like there's no tomorrow. The Snore-Z's rise into the trees and can knock out the notes that you've caught.



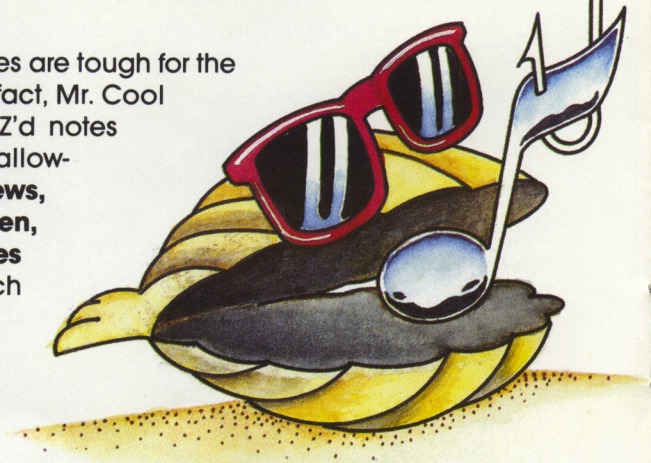
MR. COOL CLAM



Which brings us to the distinguished Mr. Cool Clam. He scours the deep for his passion, Coco-Notes, but that old clam will try to dine upon anything in the water. And Z'd notes are simply irresistible to this gallant gourmand.

When one of your notes is Z'd out of the trees and lands in the drink, you'd better fish for that note fast! If you don't, ol' Clam Chops will get there first. He can also make a musical snack out of your hook and that'll cost you some points.

Luckily, those Z'd notes are tough for the ol' clam to chew. In fact, Mr. Cool Clam has to chew Z'd notes three times before swallowing. **In between chews, when his mouth is open, you can fish those notes right on out!** But watch out for your hook!



BONUS NOTES

Bonus notes glow to tell you who they are. Bonus notes are good catches and can only help your score.

Beat the Clam—CHALLENGE

In this advanced version of *Beat The Clam*, those golden Coco-Notes, toasting in the sun all day, have turned a bright shade of red. And nothing sets Clammy's tummy twitching as much as well-done Coco-Notes! You have to be extra fast with the ol' fishing pole to salvage the Jazz Scat tune in this game.

Scoring For Beat The Clam

Popping a Regular Note into the Trees	255 points
Popping a Bonus Note into the Trees	510 points
Fishing a Z'd Note out of Clam's jaws:	
on the 1st try	765 points
on the 2nd try	510 points
on the 3rd try	255 points

Take it from Chrometone—you're going to enjoy this trio of Coco-Note games for a long, long time. You'll be able to play them for months, even years, without having to create the same tune twice. Remember that by being choosy about which notes you fish out of the water, you can create your own melodies. And don't forget to listen to your special Jazz Scat record. It'll get you into the swing of things real fast!

Well, that's all for now Scat fans! This is Mr. Chrometone wishing you good fishin' and good music!

The DOVETAIL GROUP

The creative and technical force behind the Jazz Scats, The Dovetail Group brings their extensive backgrounds in educational and commercial television, music composition and performance, and film and theatrical production to the computer software arena. Dovetail president Gerri Brioso garnered a 1983 Emmy Award for Outstanding Achievement in Children's Programming, Graphic Design for her work on Sesame Street. Ms. Brioso, along with Dovetail music directors Richard and Paul Freitas, also received Emmy nominations for music composition and direction in children's programming. Any resemblance of this talented trio to the Jazz Scats is purely intentional. Peter Sauerbrey, the voice of Mr. Chrometone, is best known for his work with the American Broadcasting Company, serving as creative consultant and writer on a myriad of projects, most notably the award-winning children's television series, "Animals, Animals, Animals."

JAZZ SCATS™

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A challenging test of musical style, speed, and strategy! As Drum Major, it's up to you to create your own marching tunes and formations as you try to outwit your rival. The upbeat combination of music, fun and skill challenges memories, instills a keen sense of musical awareness and makes this program something to really cheer for! Rah!

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